



1 **ST EVER**
COMIC BOOK
FOR YOUR
COMPUTER

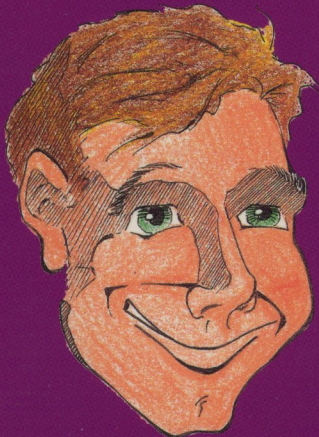
Requires: IBM® compatible PC, with VGA display
and 640K memory. Supports SoundBlaster.

LANCE STONE



COLLECTOR'S ISSUE #1

Behind the Scenes

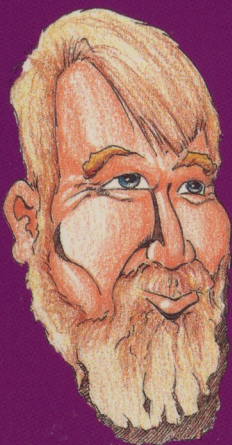
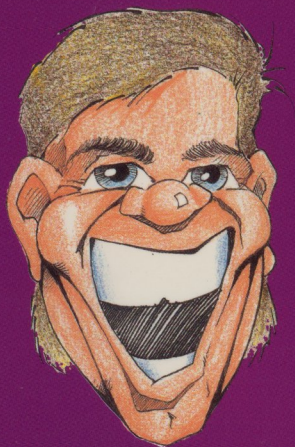


Doug Zeffer - *Author*

Doug Zeffer is an Engineer/Cartoonist and life-long comic fan. For the past 5 years he's been Creative Director for GRAFX Group, producing computer art and animation. Doug was almost a lawyer, which is where he developed story telling skills. When he has time to spare, he practices martial arts and dreams of scuba diving in Fiji.

Todd Pound - *Artist*

Todd Pound has been drawing comics since the age of 11 and is a fan of the artist H.R. Geiger. Todd's also a liberal and thinks it shows in his artwork. When he's not drawing, he can be found at UCLA studying design or sitting on his surfboard off San Clemente waiting for the perfect wave.



Paul Mace - *Editor*

In the years B.C. (Before Computers), Paul wrote short stories and taught writing at San Francisco State University. He is the originator of Mace Utilities for the PC and a leading authority on computer software development. HyperComix was born from a deep desire to combine these two pursuits. When not editing, Paul divides time between family and restoring WWII vintage aircraft.

Introducing...

HyperComix[®]

Interactive Electronic Comic Books

**Follow the
story along the
main plot, or...**



**...branch to
another
subplot...**

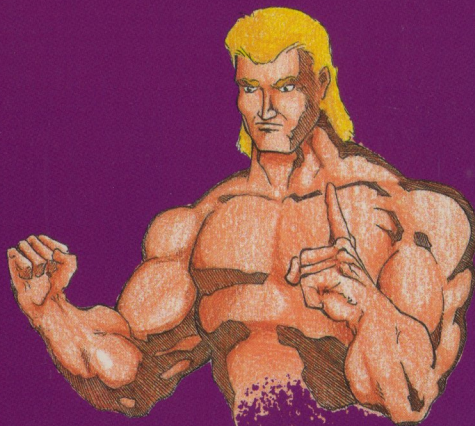
**...and rejoin the
main story later.**

**Explore multiple plots in a hi-tech world filled with action,
romance, and intrigue!**

What's it all About?

- A man named **Lance Stone**
- A woman named **Skyler**
- Something called the **Lifeforce**, and
- Some people who want it bad enough to **kill!**

It's so simple,
any bit-brain
can do it!



HyperComix[®] Interface

To navigate through the story, simply click on the appropriate icon or use the keyboard equivalent. When the branch icon appears, click on it to follow another subplot. These subplots are known as 'threads'. These threads rejoin the story at a later point in time.

**Beginning of
next thread**
(down arrow)

Go Forward
(right arrow or
ENTER)



Exit
(‘X’ or ‘x’)

Loop
See the same
scene again
(‘L’ or ‘l’)

Branch
When this icon
appears, click or
type ‘B’ or ‘b’

**Beginning of
previous thread**
(up arrow)

Go Backward
(left arrow or
BACKSP)



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3.5"
MEDIA

Archival courtesy of Yoshi LHA v2.12